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| Goldsmiths university |
| Creating character class via dialogue events. |
| Using in game events to create scenarios in which the player builds their own class. |
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| This document will be going over the possibilities of creating a system that allows the player to build up their character to class via actions they do in the game itself, how it would work and in what ways and scenarios it could work. |

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# Introduction

In this document we’ll be discussing the use of a system that allows the player to create their class around actions they do in the world around. This system in theory should allow for the player to become more involved with their character class and have them feel like their class has an impact on more than just how they play the game via skills, but also should impact what happens in their game and how the world possible reacts to them as a player. Throughout this we’ll be going over the core aspects of the system such as class stereotypes and storytelling and how these need to complement each other, multiple choices as to allow the player choices in multiple scenarios and how the player should be able to get some feedback from these events.

# Theory

# Implementation

# What was learnt

# Conclusion